Slime Folk

A 5e Player Race by DM Tuz

DM TUZ

Slime Folk

"Don't be afraid, I am a friendly ooze!"

The exact nature and origin of these strange humanoids remains a mystery to today's sages. The Slime Folk's records of their history are oral traditions, but these accounts are inconsistent, varying widely from one colony to the next. Slime Folk rarely care to verify their tales, taking each story at face value, which often frustrates scholars and historians seeking clarity.

Theories about the Slime Folk's origins range from being an errant creation of Jublex, the result of magical refuse, or an aberrant mutation from the Underdark. What is agreed upon is their shared lineage with the monstrous oozes found around the world. Despite their enigmatic origins, Slime Folk have carved out a place in the world, dwelling between the surface and the depths of the Underdark in sprawling colonies of hundreds individuals. These colonies, while distinct in custom, embody their adaptable and communal nature, thriving in environments others would deem inhospitable.

Slime Folk are always willing to lend a hand, and their social reach is as flexible as their amorphous bodies. Often perceived as naive or whimsical due to their carefree approach to history, their willingness to assist others makes them beloved by many. They foster bonds through curiosity and a genuine desire to understand others, even if they rarely seek to understand themselves.

The physiology of the Slime Folk is as extraordinary as their origins. Their gelatinous, flexible bodies are their most recognizable feature. They can bend, squeeze, and morph in ways far beyond typical humanoids, enabling them to traverse tight spaces or manipulate their size to suit their needs. Despite this flexibility, they are not invulnerable; trauma or exhaustion can destabilize their form, causing them to lose cohesion.

Slime Folk vary wildly in size, though they average roughly human proportions. Their translucent bodies range from clear to murky, displaying an array of colors. Rare individuals may even exhibit intricate patterns or gradients, resembling living art. Their ability to taste with their entire body—a trait inherited from their ooze lineage—is selective, allowing them to avoid overstimulation in chaotic environments. Additionally, Slime Folk can store significant amounts of fluid or food, allowing them to expand their size temporarily. This storage capability is not merely practical but often serves as a means of self-expression, with some individuals altering their forms to convey emotion or mimic objects.

Altogether, the Slime Folk's mutable nature—both in body and spirit—ensures they remain one of the most enigmatic peoples of the world. Their adaptability is their greatest strength, and their existence is a testament to the beauty of embracing life's ever-shifting forms, thriving in places where others fear to tread.

Feral Slime Folk
Artwork by QueenChikkibug

Cozy Company

Excitable, curious, friendly, and affectionate are all common descriptions for the average Slime Folk. They are constantly starved for stimulation, which is found in abundance on the surface. They revel in the many things they discover outside of their homes and quickly grow attached to any passersby who offer them company or kindness. Slime Folk are straightforward and docile creatures, commonly preferring the path of least resistance in their decision-making. Only the most dire circumstances will force them to forgo their deep-seated desire to please others and avoid conflict.

However, the Slime Folk's amicable nature can be both a blessing and a curse. For one, their malleable form leaves them with a skewed or almost absent sense of personal space or physical boundaries. For another, their innate naivete, coupled with their forgiving nature, often leads them to be easily manipulated or taken advantage of by others. Even Slime Folk who have been repeatedly wronged, deceived, or hurt remain quick to forgive and continue placing trust in those around them. Their boundless optimism can inspire admiration, but it also leaves them vulnerable to exploitation.

Slime Folk Traits

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Size. Slime Folk vary widely in size between 4 to 7 feet. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read and write Common, Undercommon, and one additional language. Slime Folk usually pick up the common language spoken within the land they initially emerge from after leaving their colonies.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Ooze Nature. You are considered both an ooze and a humanoid. You can be affected by a game effect if it works on either of these creature types.

Engulf. Instead of grappling a creature with your arms, you can take hold of a creature with your oozelike body. When grappling you can use your Constitution in place of your Strength. Additionally, as an action you can attempt to engulf an object or creature of your size or smaller that you have grappled. The creature must succeed a Dexterity saving throw or be engulfed by you for the duration of the grapple. An engulfed creature is blinded, restrained, and has total cover against attacks and other effects outside of you for the duration of the grapple. You can have one creature or object grappled this way at a time. The DC is equal to 8 + your proficiency modifier + your Constitution modifier.

Amorphous. You can move through a space as narrow as 1 foot wide without squeezing. If any equipment you're holding or carrying would not fit through the space you are attempting to pass through, it is left behind.

Pseudopod. You have a natural weapon attack that deals 1d6 plus your Strength modifier acid damage.

Subraces. Slime Folk come in several shapes and colors. More importantly, they come in different types. Choose one of the following subraces to determine your exact slime folk nature: Alchemical, Eldritch, Feral, Mnemonic, and Cubie.

Alchemical

Driven by their endless curiosity, the Alchemical Slime Folk revel in experimentation. They emerged recently as more slime folk made their home in sprawling cities and encountered the many arcane marvels city life has to offer.

Their alchemical nature manifests in vibrant colors that these peculiar Slime Folk feature, which might shift and adapt with their body's elemental balance. Unique even among other Slime Folk, their sense of taste is highly refined, able to determine the components and nature of a material by thoroughly handling it. This innate ability for analysis allows them to feed their ceaseless curiosity.

Focused on their pursuit of knowledge, the Alchemical Slime Folk are scatterbrained, but smarter and more analytical than other Slime Folk. Their bodies contain alchemical components which is a frequent subject of the Alchemical Slime Folk's studies. As a result of that, they gained understanding of their unique anatomy and learned to shift their alchemical composition.

Alchemical Makeup. Your inner balance of alchemical components grants you unique perks. Choose one of the following damage types: acid, cold, fire, lightning, poison. You are resistant to the chosen damage type. Additionally you learn one of the following cantrips depending on the chosen damage type (see table).

When you choose this subrace, you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for it.

Damage Resistance	Cantrip Learned
Acid	Acid Splash
Cold	Ray of Frost
Fire	Firebolt
Lightning	Shocking Grasp
Poison	Poison Spray

Alchemical Adaption. Your knowledge about your inner alchemy is vast and you learned to adapt and alter your inner chemistry. You can change your inner chemistry by consuming 50 gp worth of arcane material components and change your resistance and exchange the corresponding cantrip to the new one according to your new resistance of your **Alchemical Makeup** trait after one minute of digestion. Changing your inner chemistry might change the color of your body to reflect your change. Once you use this feature, you can't use it again until you have finished a Long Rest.

Alchemical Slime Folk Artwork by QueenChikkibug

Eldritch

Rising from the deep, shadowy recesses of the Underdark, Eldritch Slime Folk possess a distinctly unearthly appearance, often reflecting the alien and abyssal creatures they share their domain with. Their gelatinous bodies are not only more flexible but also almost rubberlike, allowing them to contort and reshape with ease. This unique physical trait is complemented by a calm and adaptable nature, making them far more at peace than their more primal cousins.

Their upbringing in the unpredictable and hostile depths of the Underdark has honed their ability to adapt both mentally and physically. This remarkable flexibility makes them natural charmers, attuned to the strange workings of the underground and capable of easily understanding the intricacies of the human mind. However, their exposure to the myriad monstrous beings of the Underdark often causes them to struggle in discerning the difference between humanoids and monsters, occasionally approaching dangerous entities with a carefree, if not outright jovial demeanor.

Darker Vision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Slippery. You have advantage on checks to escape being grappled or being restrained.

Stretchy. On your turn, your melee weapon attacks and spells with a range of touch, have an increased range of 5 feet. Additionally, you have advantage on checks to escape grapples and restraints.

Feral

Feral Slime Folk are creatures driven by their most primal instincts, forsaking social interaction in favor of satisfying their hunger through the exploration of new and unusual foods. Lurking in caves, dense forests, and other remote locations far from civilization, they possess an insatiable curiosity about what they can consume. From small animals and monsters to, at times, even unfortunate humanoids, nothing is safe from their hunger. Their ability to rapidly digest and absorb food ensures that they are rarely starved. Yet even if satiated many Feral Slime Folk will continue their search for more food, after all, it is the thrill of tasting and consuming new things that drives them.

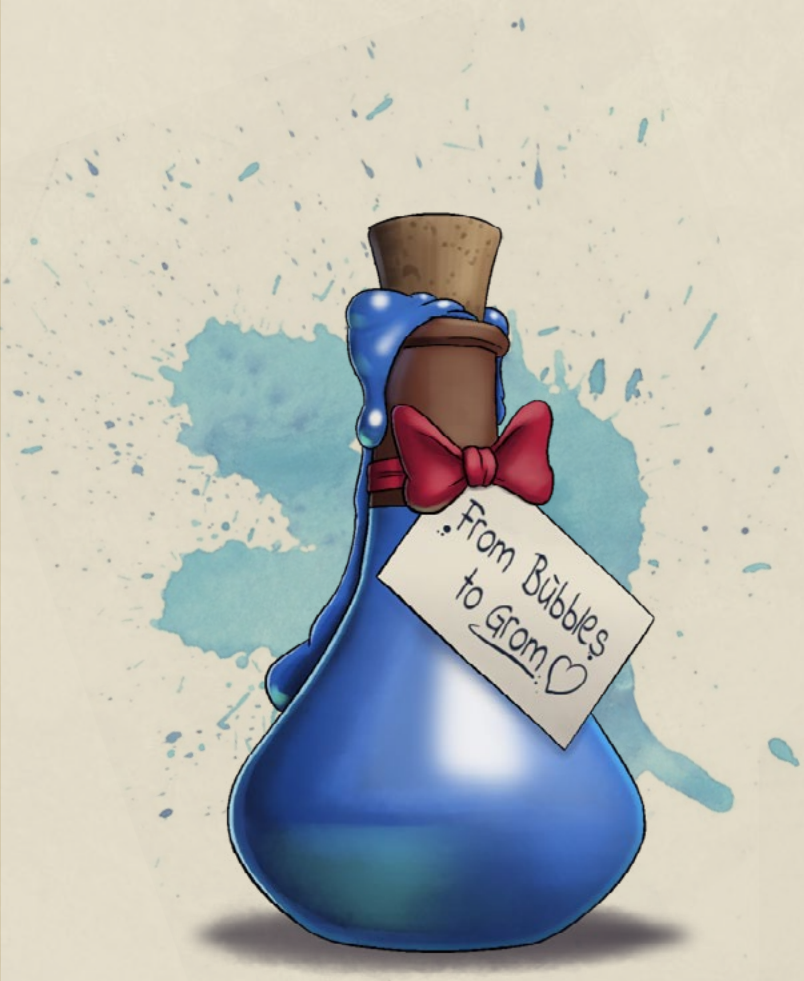
Meeting a Feral Slime Folk, particularly one who has just recently emerged from their colony, can be a dangerous encounter. Unfamiliar with the outside world, these slime folk may mistake travelers for potential prey and attack without hesitation. However, once they realize their mistake, they are deeply apologetic, quickly understanding that humanoids are not to be eaten.

Digestion. On your turn you can use a bonus action to deal an amount of acid damage equal to 1d4 plus your proficiency bonus to a creature you have grappled.

Consume. When taking a Short Rest, you can eat the body of one creature that is not more than one size smaller or larger than you that is not a Construct, Elemental, or Undead. When you do, you gain one additional hit dice that you have to spend during that Short Rest. If the devoured creature is one size larger than you, you treat the roll as if you rolled the maximum result. Consuming a creature will nourish you for one day.

Check out these other Species!

Aside from the Slime Folk I also have created 2 other player races: the *Lamia*, ambitious snake folk who are so often misunderstood, and the *Holstaur*, the gentle giants who traverse the land to foster the meak.



Mnemonic

Enigmatic and withdrawn, the Mnemonic Slime Folk stand in stark contrast to their other cousins. While their origins are unknown, a lineage with the mysterious Oblex ooze is suspected, with whom the Mnemonic Slime Folk share many traits.

Mnemonic Slime Folk are natural mind readers, as they are able to tap into the memories of cognitive beings by a single touch of their gelatinous bodies. A trait which makes the Mnemonic Slime Folk empathic and more thoughtful than their cousins.

The Mnemonic Slime Folk understand the weight of an ability to delve into the inner being of another creature. While physical boundaries are a hard concept for them to grasp, they recognize secrets and personal memories as something better left untouched. This makes Mnemonic Slime Folk appear unapproachable at first, but once those initial barriers are breached, their relation to the other affable Slime Folk becomes more than apparent.

Shielded Mind. You are resistant to Psychic damage and have advantage on saving throws against effects that read your mind.

Read Memories. Touching a creature allows you to read its memories. As an action, you can touch a creature in your reach and have it make a Wisdom saving throw. On a failed save you read the memories of the creature, learning of one specific memory important to the creature (DMs discression), or a specific memory of your choosing (for example the creature's memories about meeting another character). The DC is equal to 8 + your Wisdom modifier + your proficiency modifer. You can use this action a number of times equal to your proficiency bonus before you have to finish Long Rest to use it again.

Oozes, Plants, and Undead creatures automatically succeed the saving throw.

Adopt Memories. When you successfully read the thoughts of a creature using your **Read Memories** trait, you obtain some of its memories and skills. When you do, you can choose one of the following boons:

- You learn to speak and write one language the creature speaks.
- You become proficient in using a tool that the creature is proficient with.
- You become proficient in wielding a weapon the creature is proficient with.
- You become proficient with one skill the creature is proficient with.

You retain the boon until you use this trait again, or you finish a Long Rest.

Cubie Slime Folk
Artwork by Ceehaz

Cubie

Cubies are a distinctive subrace of Slime Folk, easily recognized by their cube-like bodies. In their natural form, they are often mistaken for dungeon-dwelling oozes. Unlike their monstrous cousins, Cubies are affable and can assume a humanoid form, though their true nature remains obvious, resembling rectangles awkwardly stacked together. Despite this clumsy appearance, Cubies move with fluidity and precision, though their condensed bodies make them firmer and less flexible.

A key trait of Cubies is their more translucent gelatinous bodies, allowing them to blend into their surroundings. However, this also reveals small objects suspended within them, which they find deeply embarrassing. To avoid this, Cubies take great care to maintain a pristine appearance.

Clear-Bodied. When you are not wearing armor, carrying any equipment, or holding objects, you can hide even if you are neither obscured nor behind cover.

Cube Form. As an action you enlarge your compressed form. In this form you take up the entirety of the space that you occupy. When you are in your cube form your movement speed is halved. You may return to your normal form as an action.

Cubie Rush. You can choose to activate this trait as part of the same action when you enter your cube form or as an action when you are in your cube form. If you do so, you are able to enter another creature's space of your Size or smaller until the beginning of your next turn. If, in that duration, you enter another creature's space (or vice versa), you force that creature to make a Dexterity saving throw using the same DC as your **Engulf**. On a failed save the creature is grappled and engulfed by you (see **Engulf**). On a successful save the creature can choose to be pushed 5 ft. back or to your side, or can't enter your space if it attempted to enter it.

You can use this trait an amount of times equal to your proficiency bonus before you have to finish a Long Rest to use it again.

Slime Folk Unique Feats

Slime Folk characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, "Customization Options", of the Player's Handbook.

The following special feats allow your character to deepen and expand upon their ooze heirtage, as each feat represents an evolution of your character's innate power and ooze nature.

Spawn of Jublex

Prequesite: Slime Folk, Level 4+

You gain the following benefits.

Ability Score Increase. Increase your Strength or Constitution score by 1, to a maximum of 20.

Lethal Tendrils. Your pseudopod's attack damage is increased to 1d8.

Foul Touch. A creature that start its turn grappled by you or that grapples you must succeed a Constitution saving throw (DC is equal to 8 + your proficiency + your Constitution modifier) or be poisoned until the end of your next turn. You can supress this effect at will.

Spider Climb. You gain a climbing speed equal to half of your walking speed and can use it to climb difficult surfaces, including upside down on ceilings without needing to make an ability check as long as your bare body remains in contact with it.

Hungry Hungry Goo

Prerequisite: Feral Slime Folk, Level 4+

You gain the following benefits.

Ability Score Increase. Increase your Strength or Constitution score by 1, to a maximum of 20.

Big Appetite. You now can engulf (see **Engulf** trait) creatures that are one size larger than you.

Grab and Swallow. When you hit a creature with a pseudopod attack, you can use a bonus action to attempt to grapple the same creature until the end of your turn.

Mimic Kin

Prerequisite: Eldritch Slime Folk, Level 4+

You gain the following benefits:

Ability Score Increase. Increase your Constitution or Charisma score by 1, to a maximum of 20.

Assume Form. You can use an action to change your shape and appearance, to decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and other characteristics. You can appear as a member of another race, appear as a beast or plant, or as an object, though none of your statistics change. You must assume the appearance of a creature or object of your own Size. When you take damage, become incapacitated, or die, you return to your original form. You can use an action or bonus action to transform back into your orignal form. Once you use this feature, you must finish a Short or Long Rest before you can use it again.

Spawn of Jublex
Artwork by DM Tuz

Memory Thief

Prerequisite: Mnemonic Slime Folk, Level 4+

You gain the following benefits:

Ability Score Increase. Increase your Constitution or Wisdom score by 1, to a maximum of 20.

Mnemonic Appetite. Whenever you successfully engulf a creature (see **Engulf** trait), you can use a bonus action to use your **Read Memories** trait against the creature for as long as it is engulfed by you.

Memory Thief. When you successfully read the mind of a creature you have engulfed, you can steal one of its memories and leave creature's memories drained for one hour. The memory must be some specific piece of information, like a name or a location. When the creature attempts to remember the stolen memory, it must succeed a Wisdom saving throw (DC is 8 + your Constitution modifier + your proficiency bonus) or fails to do so and must wait 10 minutes before it can attempt to remember it again.

Ooze Potion

Prerequisite: Alchemical Slime Folk, Level 4+

You gain the following benefits:

Ability Score Increase. Increase your Constitution or Intelligence score by 1, to a maximum of 20.

Alchemical Body. Your own body becomes a usable set of alchemist's supplies only you are proficient with.

Ooze Potion. When you finish a Short or Long Rest, you can spend one hit die to create a potion from your own body. A creature can use an action or bonus action to drink the potion to regain an amount of hit points equal to your spent hit die plus your character level. This potion lasts for 24 hours before losing its effect.

Created by Dungeon Master Tuz
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